



SERROLAX'S MAGIC EMPORIUM

A COMPENDIUM OF MAGICAL ITEMS
COMPATIBLE WITH DUNGEONS AND DRAGONS
5TH EDITION

Created By: John Adams

Introduction

Greetings adventurers, and welcome to Serrolax's Emporium of Magic, Mysticism, and Mayhem! Please feel free to peruse this catalog of some of our more recent acquisitions. Inside you'll discover ten of the most fantastical, spectacular, and unique magical items anywhere in the realms and beyond!

This tome includes the descriptions and histories of ten unique magical items ranging from weapons of ancient heroes to rare elixir's that grant amazing abilities. If you're looking to add some flair to the magic of your world or just want something a bit different, you'll have plenty to choose from within these pages.

The premise of this book is that it is written to be a catalog of sorts for a travelling shop of oddities run by an individual named Serrolax. The shop seems to collect rare or unique magical items and never has the same items available as previous visits.

The items contained herein don't necessarily have to be purchased. You could just as easily hide them away in a monster or villain's lair. I just felt like adding a touch of flair to the presentation.

Using This Book

Each of the entries in this book begins with the name of the item followed by a brief history of its creation and use. Following the history is a description of the item itself and its abilities and closing it out is the item's price from Serrolax.

One thing to note is that these items are meant to be unique or at the very least exceptionally rare. If you wish to have any of these items appear more frequently, that is your prerogative, but think carefully about how it could affect the balance of your campaign as well as the attitude of your players. If they discover that the unique suit

of armor they obtained from an ancient ruin guarded by a powerful gorgon can be found for purchase from the local arcanist, it could cheapen their previous achievement.

The Liquid Blades of Delosoth

Created for the notorious assassin Delosoth by his master, the Witch King Mennilith, the blades were forged at the confluence of the elemental planes of Fire and Earth. The churning molten metal proving to be extremely receptive to Mennilith's enchantments.

Once complete, the blades would be used in the following years by Delosoth against his master's enemies until the Witch King's demise at the hands of a coalition of nations. Delosoth managed to escape his master's fate; becoming one of the most feared and sought after freelance killers in the realms, leaving a trail of seared corpses in his wake.

Delosoth's final contract against the Clan Lords of Miurdenhall proved to be his undoing. Though he slew half of the ruling council of the dwarf city, the assassin was bested by High Lord Bourden Cragfell. The molten blades became little more than a trophy in the ancient dwarf halls.

When Miurdenhall fell before a combined orc and goblin assault, the blades were plundered and fell into the hands of a vicious and skilled goblin that used them to become the chief of a massive horde that looted and burned its way across the heartlands until they were slain to the last in the Hoarfrost Mountains by a clan of Frost Giants. No one knows what became of the blades, but they have not been seen since.

Description: The ivory handles of these daggers are carved to resemble the heads of dragons spewing flame.. Instead of fire, however, the blades are formed of molten metal that seems to twist and churn with malevolent purpose.

The Liquid Blades of Delosoth

Daggers, strong conjuration and evocation

Attune: Yes

This pair of daggers when wielded together add +2 to your attack and damage rolls and all damage dealt is fire damage. Additionally, 3 times per day when you deal sneak attack damage you may choose to liquefy the blades that then seek out joints and holes in the victim's armor searing the flesh beneath and causing agonizing pain. The victim suffers an additional (2d6) fire damage and has disadvantage on all attack rolls as well as Strength and Dexterity ability checks until the end of their next turn.

If only one dagger is wielded it simply acts as a +1 dagger.

Price: 15,000 gp

Cloak of Errant Stars

Centuries ago, a celestial from the Court of the Shining Stars came to the mortal realms with a task from their lord to aid their mortal followers against a corrupting curse that was withering the lands and people.

When the celestial alighted upon the altar of the high temple, they discovered that the corrupting sickness had already found its way into the temple and struck low most of the priests and clergy. Only a lone acolyte that was desperately searching for a means to cure his fellows remained.

The sickness was of an obviously arcane nature that addled the minds of its victims as it twisted their bodies into monstrous forms. Many of the clergy were already beginning to succumb to the delirium, and the streets of the city were growing ever more dangerous as monstrous creatures prowled its alleys.

The celestial and the acolyte both recognized that this plague was of otherworldly origin and that the cause must be found before a true

cure could be affected. The two spent weeks battling their way through crazed aberrations until they discovered a cabal of malicious warlocks that were the architects of the mysterious plague.

A tremendous battle erupted with this cabal that resulted in the acolyte and celestial emerging victorious, though their work was still far from complete. The warlocks were using a shard of some unknown material as a focus to spread the corrupting plague to the city above. This ancient shard radiated a strange aura that proved to be highly toxic to mortal creatures, but was also protected by powerful wards against celestial intervention.

The celestial offered to use her own form as a shield against the powerful corruption of the shard to protect the acolyte whilst he destroyed the shard. The acolyte agreed, and the celestial cloaked the young man with its protective light. Striking a mighty blow with his mace, the acolyte shattered the shard into thousands of motes of light that shone like stars in the sky.

The burst of light briefly blinded the acolyte. When he regained his senses, he noticed that he was wrapped in a cloak of night black cloth decorated with motes of light that twinkled like stars in the sky.

Description: This cloak is as black as the endless void of the night sky. Tiny motes of light blink in and out of existence seemingly at random like stars that shift in an endless black sky.

Cloak of Errant Stars

Cloak, Strong abjuration

Attune: Yes

A creature that attunes to this cloak gains advantage on all saving throws against transmutation effects and immunity to all diseases.

Price: 12,000 gp

Aeronach's Blazing Chalice

In the days of the ancient elves of Tersia their lived a sect of clerics known as the Champions of Caelith, the God of Light. The sect dedicated themselves to protecting their people from the malicious forces of undeath that plague the northern reaches of the elven kingdom.

Their greatest champion was an artificer by the name of Aeronach who was said to be able to infuse his creations with the light of Caelith himself. On the eve of what was to become known as the Black March, Aeronach completed his greatest work. The craftsman emerged from his workshop holding a shining silver chalice proclaiming that shadows were on the march.

The Black March was a tide of undead like no one had ever seen or would see again. An army of flesh reaving monstrosities driven by the cold deathless will of the lich known only as The Flayed King. Dozens of farms and villages fell to the unrelenting advance before Aeronach's sect could react to the threat.

The Champions of Caelith came to stand before the Black March with the legions of Tersia at their side. As the forces battled, the skies mirrored the conflict as night threatened to overtake day. In the midst of this chaos, a blazing star illuminated the field scorching the corrupted flesh of the undead that dared to gaze upon its radiance.

Aeronach's chalice blazed with the light of a thousand suns, though the elven defenders seemed unfazed by the blinding radiance. In truth, the strikes of the elven warriors were empowered with the divine fury of Caelith. Blades and spears burning with radiant energy carved through the twisted flesh of the marauding undead with staggering ferocity.

Though Aeronach fell in battle, the elves repelled The Flayed King's onslaught. The chalice was returned to the monastery of the Champions of Caelith where it rested for centuries until Tersia

fell before the combined assault of encroaching human nations and an alliance of sinister dragons.

Description: This silver chalice gleams with inner light that shines from intricate engravings along its surface. A ring of gold rims lip of the cup which is filled with a luminous golden liquid.

Aeronach's Blazing Chalice

Wondrous Item, Strong Conjuration and Evocation
Attune: Yes

Caelith's Will: As an action, you may activate an aura that affects all allies within 100 feet. This aura grants resistance to necrotic damage and adds (1d8) radiant damage to any weapon attacks. This aura lasts for 1 minute and requires concentration. This ability can only be used once before recharging after completing a long rest.

Canticle of Light: At will as an action, you may use the chalice to cast the *daylight* spell.

Caelith's Fury: As an action, you may activate the chalice to release a burst of radiant energy that damages and blinds your enemies. All enemies within a 30 foot radius suffer (8d6) radiant damage and are blinded. A successful Dexterity saving throw DC 15 negates the blindness effect and halves the damage. This ability can only be used once before requiring a long rest to recharge.

If the chalice is attuned by a worshipper of Caelith or other deity of light the DCs for its abilities increase by 2.

Price: 18,000 gp

Crown of the First Empress

During the rise of the Mah Tong Dynasty, Empress Mah Tong Shi became the first to hold the title in the Ivory Empire. Once she was crowned, the Empress sent a request to all worthy craftsmen of the Empire that any who could bring her a crown worthy of her visage and grace would be rewarded with title, land, and servants

The very next day following the Empress' request, a mysterious figure arrived clothed in the finest gossamer silks in an array of fantastical hues. The stranger presented a diadem of incredible beauty that left the assembled court awestruck. When the stranger spoke it was with a voice that sang like a chorus of birds, he requested only that the Empress decree on the last day of every year that each of her subjects plant a single cherry blossom tree at the borders of their village. As long as the Empress kept this promise, her realm would prosper and grow.

The Empress agreed to the strangers request and donned the crown. Empress Shi decreed the following day that the last day of the year was to be a celebration that culminated with the planting of cherry blossom trees. When the Empress died many years later, the crown fell to her first born daughter Mai. The year end celebration continued with each passing year through the generations and the empire continued to prosper.

Eventually the crown came to rest upon the brow of a young empress named Kali, a covetous and spiteful young woman. She balked at the tradition of the cherry blossom trees, and while her subjects continued as was decreed long ago, Kali herself refused.

A few days after her refusal, a mysterious stranger came to visit the palace and requested that the Empress plant a cherry blossom tree as was tradition. Kali refused and ordered the stranger arrested, but they vanished in a swirl of cherry blossoms.

The stranger returned for the following 3 years requesting that the Empress honor tradition, but Kali always refused. On the fourth year, the stranger did not return., but the coming spring brought drought to the farmlands while terrible storms battered the ports. The following year brought wildfires and plague, and the next was floods and insect swarms.

Citizens fled the empire in droves, those who stayed begged the Empress to abandon her pride, but still she refused. On the last day of the fifth year after the disasters had begun, A great earthquake shook the capital and the sea rose up to swallow the city and all who dwelled within.

Description: Interwoven bands of gold and platinum form the circlet of this crown embedded with pearls equidistant around its base. Rising up at the front is an ivory tree shrouded in tiny pink sapphires shaped like blossoms.

Crown of the First Empress

Wondrous Item, Moderate enchantment

Attune: Yes

Once attuned, this crown grants advantage on all Charisma ability checks and saving throws. Additionally, once per week the wearer may use the spell *Divination*.

Price: 12,000 gp

The Mending Needles

Several decades ago stories began to surface of an elderly woman travelling the realms that was able to repair nearly anything with just a simple set of sewing needles. Tales abound of the woman fixing broken shields, weapons, wagon wheels, plows, or even small structures. The woman only requested lodging and meals as payment for any items she mended before she would move on.

What these tales neglected to mention is that often, after the woman would take her leave, children of the village would fall ill or simply disappear. The townsfolk never equated one with the other, thus the pattern continued for some time.

Eventually, word of this elderly woman came to the ears of a baron requiring the woman's skills. A bridge had collapsed along the main trade road into the baron's domain. The baron sent riders to locate the woman and bring her to him with offers of wealth if she would repair the bridge.

When the elderly woman was found, she agreed to help the baron for nothing more than lodging and food as she always did. With the woman's help, the bridge was repaired in less than a week allowing trade to flow once more. The very next day after the bridge was completed, the baron's daughter mysteriously vanished.

The baron called for seers and adventurers to seek out anyone responsible for his daughter's disappearance offering an extravagant reward. After several weeks, the baron's daughter - along with many other missing children - were found in a hovel secreted away in a bleak marsh. The adventurers who found the hovel claim that it was the home of a powerful hag that was turning the children into monsters with a set of intricate bone sewing needles very similar to those that the elderly woman used to affect her repairs.

Description: Six intricately carved bone needles rest within a rolled up patch of soft leather. Pressed into the leather are multitudes of strange glyphs, sigils, and pictograms. Each of the needles sits within a separate pocket stitched into the leather which are decorated with a solitary rune.

The Mending Needles

Wondrous item, Moderate Transmutation

Attune: No

This set of bone needles can be used to mend a multitude of materials by spending 10 minutes threading the needles through the material as though you were sewing. Each of the needles works on a different type of material: Cloth, Wood, Stone, Metal, Ceramic, and Flesh.

Spending 10 minutes repairs up to 10 cubic feet of material for all except the Flesh needle. The Flesh needle is unique in that it can be used to alter existing creatures as well as mend them. Using the Flesh needle on a creature that has suffered Hit Point Damage heals that creature for 1d10 hit points. This can only be done 3 times before re-

charging after completing a long rest. The second function of the Flesh needle requires an hour of uninterrupted work to transform the target creature into a beast or monstrosity of Challenge 5 or lower. The target forgets their former existence completely, taking on the behavior and temperament of whatever creature they are transformed into. This change is permanent unless dispelled by a remove curse. The transformation ability may only be done once before recharging after a long rest.

Price: 11,000 gp

Shimmergloom Shield

The fey of the Shard Forest are a malicious and secretive lot. Mortals that find their way into the wood rarely emerge unscathed, if at all. When a mercenary claimed to have not only traversed the forest, but had contact with the fey queen Salistrix, the peasants and common folk of the nearby villages scoffed at the mercenary's boast, claiming she was a charlatan and a liar. Only when the mercenary produced a shield crafted of what appeared to be glass did the citizenry begin to find the tale credible. The shield was unlike anything they had seen, it had the texture and appearance of crystalline glass but seemed unbreakable and contained what appeared to be a vortex of dark mist within its central facets.

The mercenary claimed that the shield was a prize for winning a sort of grand tournament amongst the fey. This claim spurred dozens of would-be champions to enter the forest in an attempt to claim similar prizes. None of these glory-seekers were ever heard from again.

Tales of a mercenary similarly equipped began to surface in neighboring counties and nations. The tale of the fey tournament in the Shard Forest continued to grow, drawing ever more eager contestants to an uncertain fate.

After a decade of travelling the region and

spreading the tale of incredible prizes to be won, the mercenary mysteriously vanished from her room at a local inn. The only evidence that she was ever there was the glass shield she left behind.

Description: This shield appears to be crafted from a single piece of crystalline glass. It's oblong shape combined with the dusky swirls at its center gives the item the appearance of an eye.

Shimmergloom Shield

Shield, Moderate Illusion

Attune: Yes

When a creature attunes to this shield they gain the ability to see in darkness, as darkvision, out to a distance of 60 feet. If the creature already has darkvision the range is doubled. Additionally, the creature can spend a bonus action to make their form shimmer and waver as the *blur* spell. This effect lasts for 1 minute and requires concentration. The blur ability requires the completion of a long rest before it can be used again.

Price: 18,000 gp

Eyes of the Shadow King

Long ago a king ruled the Twilight Isles that oppressed his subjects through fear and dark sorcery. He sacrificed dozens, perhaps even hundreds, to demonic demigods. Many believe that the king himself was a demon, or at the very least had mixed his blood with some vile entity of the outer realms.

The king's people attempted to overthrow the sadistic tyrant on more than one occasion, but the king always thwarted the plot before it could gain purchase with the citizenry. The king had such a knack for discovering these conspiracies that rumors began to arise that he could see and hear through any shadow in his domain, A gift from the twisted creatures that he revered.

The king's downfall came, not from his own

people, but from a band of crusading heroes that served a god of light. These heroes arrived on the Twilight Isles to expunge the demonic taint from the mortal realms. When they realized that the monarch was the source of this blight, they rallied the people to their cause and marched on the grand palace.

The capital was turned into a horrific battleground as the forces clashed. In the end, the crusading heroes emerged victorious, the light of their god had burned the tyrant's eyes from his skull with divine fury. The eyes crystallized into orbs of polished opal that radiated a sinister violet glow.

With his final breaths, the king proclaimed that he would rule the shadows of his kingdom, watching from the darkness until the light fades from his domain. At the end of this cryptic prophecy, the twin opals that were once the king's eyes vanished from sight.

Description: This pair of roughly spherical opals are always warm to the touch and radiate with a strange violet glow while in darkness or shadow.

Eyes of the Shadow King

Wondrous item, Moderate divination and necromancy

Attune: No

As an action, while holding both orbs you may look through any area of shadow or darkness within 2 miles similar to the spell *scrying* when used on a location. This effect lasts for up to 10 minutes. The next time the character that used this ability goes to sleep, they are plagued by horrendous nightmares. Unless they succeed at a Wisdom saving throw DC 15, they suffer one level of exhaustion and do not regain spells or abilities that recharge after a long rest.

Price: 8,000 gp

Banner of the Endless Crusade

The armies of the celestial realms are relentless in their war against the ravenous demonic hordes. None more so than the Seraphs of Sacred Light. This host of angels have battled their ancient foes throughout the Ethereal Sea to the Outer Realms bearing the standard of their cause.

Whether their crusade brought them victory or defeat, the standard never fell. Through countless battles it shone like a beacon of righteousness amidst the chaos of the Ethereal Sea. After millennia, the banner became even more well known than the heroic angels that surrounded it.

Only once were the Seraphs of Sacred Light called to the mortal realms to face their enemy. The demonic hordes of Graxinos, the Pyre King, had gained purchase and were ravaging the world and its people. The Seraphs were informed of this incursion and hastened to their defense.

In a battle that waged across the entirety of the world, demon and angel clashed amidst the armies of mortals. Graxinos himself took the field, blazing a swath of destruction and scarring the world with his passing. The Seraphs of Sacred Light were losing ground on every front.

Surrounded and desperately outnumbered, the last of the Seraphs gathered around their banner along with twelve mortal archmages. In a final gambit, the remaining Seraphs bound their essence to the Banner as the archmages performed a banishing ritual using the infused Banner as a focus. As the mortals completed their rites, a cascade of light washed over the world banishing Graxinos and his demonic horde from the world.

Description: Attached to a long ivory pole, this rectangular standard is woven from gold and silver thread. A stylized sunburst shines at the center radiating pure white light.

Banner of the Endless Crusade
Wondrous item, Strong abjuration
Attune: Yes

This banner emits a bright light within a 60 foot radius when any fiend is within 300 feet. Any creature attuned to the Banner is immune to spells or magical abilities used by a fiend that charms or frightens. Additionally, the attuned creature can use the banner to banish any fiend as the *banishment* spell using their Charisma to determine the DC. This ability recharges after completing a long rest.

Price: 30,000 gp

Moonglow Elixir

Deep in the Witchlight Marsh lies a cottage that only appears under the light of the full moon. The creature that lives in this cottage is rarely seen by mortal eyes and fewer still live to tell the tale. The Brewer of Witchlight Marsh commands a strange price for trespassing in their domain, a shard of crystallized moonlight. Anyone who brings this gift is granted a single potion from the Brewer's stock with a warning that the potion must never be imbibed under the light of a full moon.

Description: The viscous liquid in this crystalline flask glows with the bluish-white light of the full moon on a clear night.

Moonglow Elixir

Potion, Moderate transmutation

Attune: No

Any creature that imbibes this potion is able to transform into any creature they wish as the *polymorph* spell for up to 24 hours without the need to concentrate. The flask contains only one use of the elixir. If imbibed under a full moon, the creature using the elixir instead contracts lycanthropy, becoming a werewolf.

Price: 4,000 gp

Arcfire Bow

In the time of the ancient elves before the foundation of their first city was laid, the tribe of the Aerinshae roamed the vastness of the Stormfire

Steppes. The Aerinshae worshipped the gods of the sky in their myriad forms, but their warriors aligned specifically with the Lord of Storms.

A hero named Belinaaris arose during one of the tribe's many conflicts with their neighbors. Belinaaris was said to have been chosen by the Lord of Storms to unite the many tribes of the steppe. To accomplish this destiny, Belinaaris set out on a grand quest to forge the fury of a storm into a great weapon that exemplified the might of the Lord of Storms to all who witnessed its power.

After nearly a century travelling the wilds of the world, Belinaaris would return to his tribe with a weapon of incredible power. He told the tales of fey smiths that forged weapons of glass created from lightning strikes and of his battle with a reptilian creature that could harness the power of the storm and unleash it at will. He told of his travels to the southern deserts where great elemental beings warred against each other in eternal conflict and the savage tribes that revered them. Finally, he told the tale of his journey to the top of the Stormfang mountains where he spoke with mighty giants blessed with the power of his god. It was with these mighty beings that Belinaaris truly came to understand how to harness the storm's fury and create his masterpiece.

With his arcfire bow in hand, Belinaaris gathered the warriors of the Aerinshae and brought the fury of the storm down upon those people of the steppes that opposed his Lord's might. The strikes from his bow called lightning and thunder from the sky, earning him the name Stormbringer.

After a decade of conflict, Belinaaris succeeded in uniting all of the tribes of the steppe under the banner of the Lord of Storms, laying the foundation of the great elven empire of Aerinshae.

Description: The arms of this bow are carved of white ash wood infused with thin veins of glass

that somehow flex when the bow is drawn without cracking. Instead of a string, the bow has an arc of lightning that endlessly courses between the limbs of the bow.

Arcfire Bow

Bow, Strong Evocation

Attune: Yes

Any creature attuned to the arcfire bow deals an additional (1d8) lightning damage to weapon attacks. Additionally, the bow grants the wielder a number of abilities that can unleash powerful elemental strikes upon their foes.

Stormbolt: As an action, the wielder is able to fire a bolt of lightning from the bow that strikes all creatures in a 120 foot line dealing (8d6) lightning damage. Any creature struck that succeeds on a Dexterity saving throw DC 15 takes half damage. This ability can only be used once before requiring a short rest to recharge.

Thunderstrike: Once per round when the wielder succeeds at a standard ranged attack, they may activate this power to cause the arrow to emit a thunderous explosion affecting all creatures within 10 feet of the initial target. The burst deals (2d10) thunder damage to affected creatures and stuns them for 1 round. A successful Constitution saving throw DC 15 halves the damage and negates the stun effect.

Storm Volley: As an action, the wielder fires three arrows into the sky that burst into a 60 foot radius storm cloud. You may call down a bolt of lightning from this cloud to any point within 120 feet as the *call lightning* spell. The bolts deal (3d10) lightning damage unless the target succeeds at a DC 15 Dexterity saving throw. This ability lasts up to 10 minutes, must be done under open sky, and requires concentration. You may only use this ability once before requiring a long rest to recharge.

Price: 58,000 gp

Thank you for your support! If you enjoy this product, wish to provide any feedback, or just want to see me ramble about RPGs in general, check out my Facebook page at www.facebook.com/CreativeGeeking/ or Twitter [@The_Smiling_1](https://twitter.com/The_Smiling_1).

Stay awesome adventurers!

Written and Edited by: John Adams

Layout By: John Adams

Legal Information

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.0 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material. The text of the Open Gaming License itself is not Open Game Content.

Instructions on using the License are provided within the License itself. The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Mon

ster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Wind-swept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battle-field of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Con-cordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows: OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be

recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 2

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE